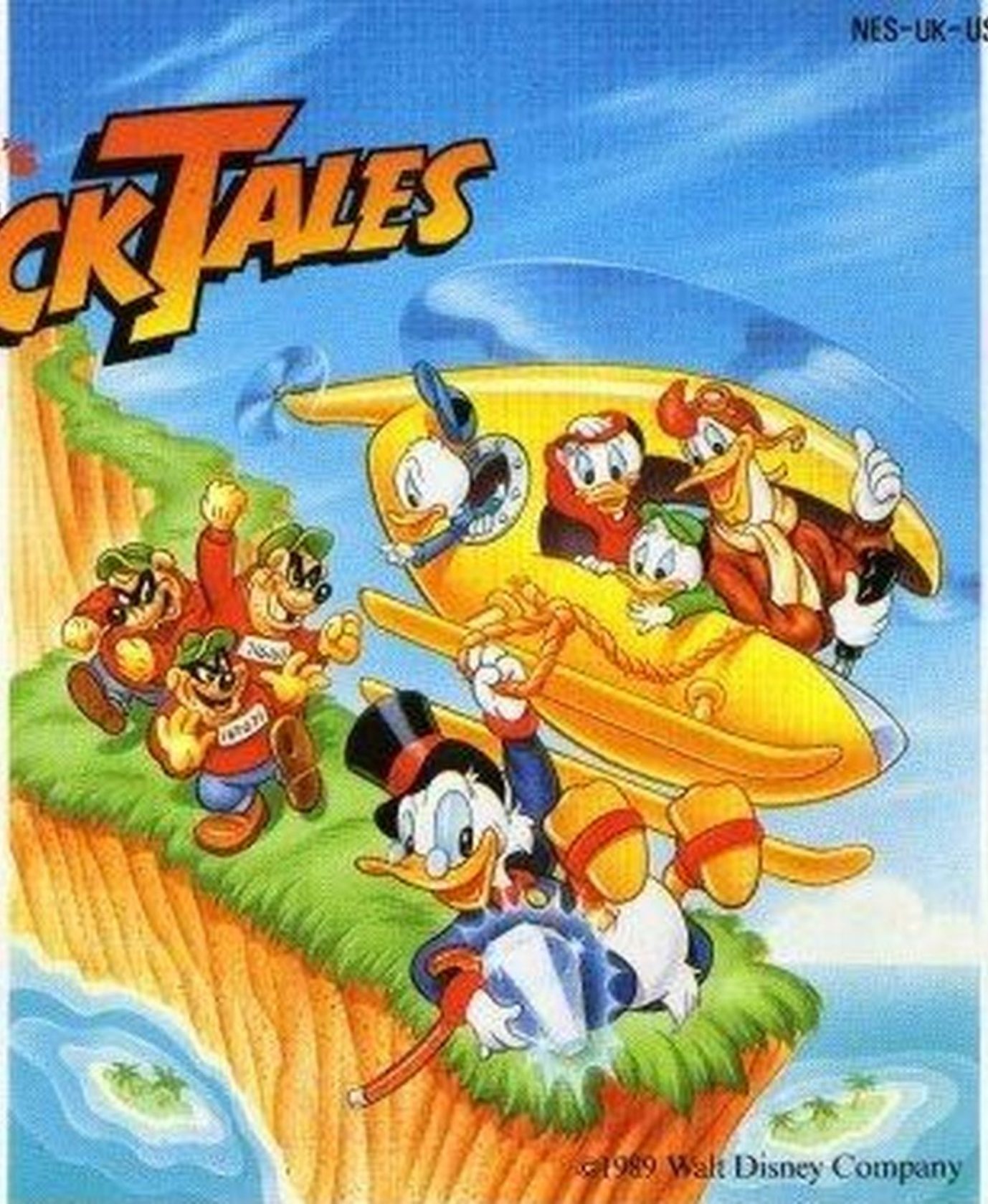
NES-UK-USA

Disney's DuckTales



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A Special Message From

Thank you for selecting exciting and fun-filled **DUCKTALES . . .** One of our exclusive family of computer/home video games from CAPCOM's **Captain Commando™ "Challenge Series."**

DUCKTALES, created by CAPCOM™. . . premier world-wide arcade game designer... features colorful state-of-the-art high resolution graphics.

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Captain Commando

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SAFETY PRECAUTIONS

Please take time to read the important instructions in this booklet. Observing the step-by-step instructions and complying with the warnings will be your personal guarantee to greater game satisfaction over a long period of time.

SAFETY PRECAUTIONS

1. **Avoid subjecting this high precision GAME PAK to extreme temperature variances. Store at room temperature.**
2. **Do avoid touching terminal connectors. Keep clean by inserting GAME PAK in protective storage case.**
3. **Never attempt to disassemble your GAME PAK.**
4. **Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the GAME PAK.**
5. **For best results, play the game a distance away from your television set.**
6. **Pause for 10-20 minutes after 2 hours or more of continous game playing. This will extend the performance of your GAME PAK.**

DUCKTALES

GETTING STARTED

1. Insert the **DUCKTALES** GAME PAK and turn on your Nintendo machine. The title page will appear. At this point, you may choose the difficulty level. By pressing the control pad left or right, you can choose either Easy, Normal, or Difficult. To begin the game, press the start button.

2. The LAND SELECT screen will appear. This screen shows **Uncle Scrooge** at the helm of his control console in Duckburg. Here you can choose in which of the five treasure areas to begin your adventure. Use the control pad to move the glowing ball to the land of your choice, and press the **A** button to start your quest.

CONTROLLING UNCLE SCROOGE

The controls for Uncle Scrooge are simple, but true mastery will take both practice and skill.

Pushing RIGHT and LEFT on the controller moves Uncle Scrooge right and left. This works even when he is jumping or falling. REMEMBER THIS! It is a very important feature.

UP and DOWN are used for climbing up and down ropes, chains and vines. Any time the pad is pushed UP and Uncle Scrooge is over a rope, chain, or other climbing surface, he will immediately start climbing.

The **A** button is used for jumping. There are two types of jumps that Uncle Scrooge can do. The first is a regular jump. The longer you hold down the **A** button, the higher he can jump. If Uncle Scrooge is holding still on a vine or chain when you try to jump, he will fall. Pushing UP while he is falling will stop the fall.

The second type of jump that Uncle Scrooge can do is the Pogo-jump. This is a way he can travel over dangerous ground, and repel certain enemies. This move can be tricky. To Pogo-jump, press the control pad down, press the **A** button, (the jump button), and while

CONTROLLING UNCLE SCROOGE (cont.)

Uncle Scrooge is in midair, press the **B** button. You MUST press the **B** button before he lands, or the Pogo-jump will not work. Uncle Scrooge will continue to pogo as long as you hold down the **B** button. You can use the control pad to direct Uncle Scrooge while he is Pogo-jumping. It is sometimes possible to make him swing his cane while he's jumping.

The Pogo-jump is one of the ways that Uncle Scrooge can open treasure chests and remove rocks from his path. The other way is by "swinging" his cane. To make Uncle Scrooge swing his cane at an object, push RIGHT or LEFT on the control pad, (depending on which side the object is on), and press the **B** button. If there is no treasure within the object, Uncle Scrooge will just shake with the impact of the swing.

The **Start** button is used for pausing the game and reviewing the special items that Uncle Scrooge picked up through his adventure.

One final note: When Uncle Scrooge is damaged, he is invulnerable for a second or two. Take advantage of this time to get past tough opponents.

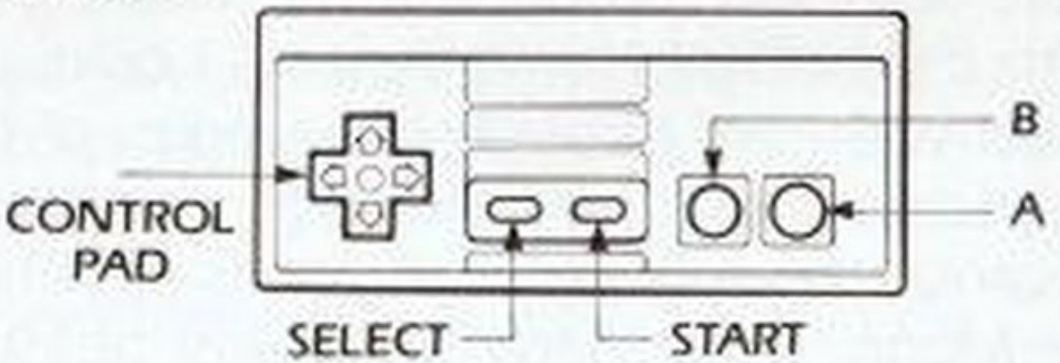
CONTROLLER

NAMES OF CONTROLLER PARTS & OPERATING INSTRUCTIONS

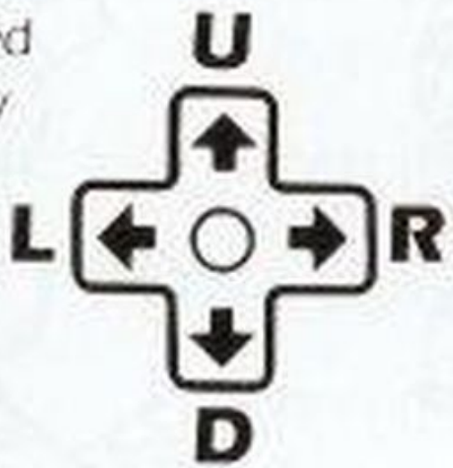
Controller #1 — Moves Uncle Scrooge.

Button A: Jumps.

Button B: Continues Pogo Jump and Swings Cane.



Control Pad:
Each tip is imprinted with letter to show direction or movement:



Four Separate Action Tips
Pressing any of four tips moves you and player moves that direction.

◄ Moves Uncle Scrooge left.

► Moves Uncle Scrooge right.

▲ Moves Uncle Scrooge upward.

▼ Moves Uncle Scrooge down.

DUCKTALES STORY

Uncle Scrooge is a world class millionaire and a lover of adventure. His goal this time is to obtain the five lost treasures that were scattered throughout the world. He is off on his adventure with the help of Huey, Dewey, Louie, and Webby. They will travel with him through the jungles of the Amazon, the snow topped peaks of the Himalayas, the haunted house in Transylvania, the subterranean mines of Africa, and to the surface of the Moon. How many of the lost treasures will you be able to find?

THE COCKPIT INSTRUMENT PANEL

During each adventure, an instrument panel appears above the gameplay area. This will show the current status of Uncle Scrooge's progress in each land. The various cockpit indicators are as follows:

1. **Hit Points:** When damage is done by the enemies, etc., the color changes from red to yellow. When all turn yellow, one player is out.

2. **Land Money:** Money collected for that land. When the player is out, this figure goes back to zero.

3. **No. of Players:** When there are no more players, the Game is over.

4. **Total Amount:** When the land money is brought back to the Control Room it is added to the total for the Game.

5. **Time:** When the time indicates zero, one player is out.

THE CONTROL ROOM

The Game starts at this Control Room. You can start the Game at any of the five lands that are offered. You cannot choose a land that you have previously cleared.

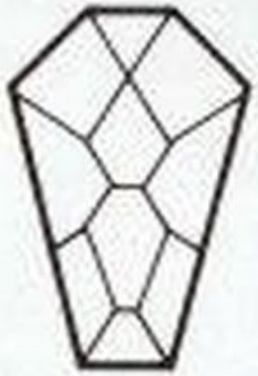
When you come in contact with Launchpad, (who is standing within the various lands), he will ask you if you wish to return to the Control Room or not. If you choose "yes", you will return to the Control Room temporarily. Once there, you can put the money you collected into the safe, (Total Money score). Launchpad can only be used once in each land.

ITEMS AND BONUSES

There are some of the various items that will assist Uncle Scrooge in his search for the five treasures:

Diamonds:	Small Diamond — worth $2,000 Large Diamond — worth $10,000
Red Diamond:	Worth $50,000
Magic Coin:	For a period of time, it will make Uncle Scrooge invulnerable.
Ice Cream:	Restores one Hit Point to Uncle Scrooge.
Cake:	All of Uncle Scrooge's Hit Points are recovered.
Scrooge Doll:	Another Scrooge is added to the Number of Players.
Skeleton Key:	This is the key that will allow you to enter the African Mines.
U.F.O. Key:	This will be needed within the U.F.O.
Remote Controller:	Once you take this, you can call for Gizmo-Duck on the Moon.

ITEMS AND BONUSES (cont.)



Large Diamond

Cake

Magic Coin

Scrooge Doll

Skeleton Key

HELPFUL CHARACTERS

There are some of the friends of Uncle Scrooge that will assist him in his search for the five treasures:

Huey, Dewey, Louie, and Webby — They give Uncle Scrooge hints within the different lands.

Bubba Duck — He gives a special treasure to Uncle Scrooge.

Mrs. Beakly — She made some wonderful treats for Uncle Scrooge.

Gizmo-Duck — If you can find the remote control on the Moon, Uncle Scrooge can summon Gizmo-Duck to assist him.

Launchpad — This famous pilot will fly Uncle Scrooge out of each land and back to the Control Room in Duckburg. He will also give Uncle Scrooge a convenient ride (from time to time).

HELPFUL CHARACTERS (cont.)

Bubba Duck

Huey, Dewey, Louie

Webby

Launchpad

Mrs. Beakly

Gizmo-Duck

HINTS AND TREASURES OF EACH LAND

THE AMAZON: Uncle Scrooge must search through the ruins of the Incan Empire. There are many traps here, and caution is necessary! The treasure in this land is the Sceptre of the Incan King.

TRANSYLVANIA: Uncle Scrooge has to contend with the monsters of a very haunted house. Listen to Huey's message to find the boss' room. The mirrors in this spooky abode can transport you to other parts of the house. The treasure in this land is the Coin of the Lost Realm.

THE AFRICAN MINES: Uncle Scrooge must obtain the skeleton key from a different land to venture into the underground mines. Look for treasures here in the wildest of hiding places! The treasure in this land is the Giant Diamond of the Inner-Earth.

THE HIMALAYAS: Uncle Scrooge has to be very careful where he steps around here. If he hops in the snow, he can get stuck, and the ice is very slippery. The treasure in this land is the Crown of Genghis Khan.

HINTS AND TREASURES OF EACH LAND (cont.)

THE MOON: Uncle Scrooge must find the remote control for Gizmo-Duck in this land. Gizmo-Duck can help him find the entrance to the Moon boss' room. The treasure in this land is the Green Cheese of Longevity.

THE LAST BATTLE: Once all five of the Lost Treasures have been obtained by Uncle Scrooge, he must contend with the strongest Boss of all!

GENERAL HINTS FOR ALL LANDS: When in doubt, jump about. Many of the various treasures have been scattered in each land in the most incredible of hiding places.

You must Pogo-jump across spiked logs. You can also Pogo-jump on top of characters that are in midair.

HINTS/SCORING/MEMO

*Instruction Manual by Kevin Sullivan
*Game Counselors available 8 a.m. to 5 p.m. PST at (408) 727-0400

HINTS/SCORING/MEMO

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna
— Relocate the NES with respect to the receiver
— Move the NES away from the receiver
— Plug the NES into a different outlet so that NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY

90-DAY LIMITED WARRANTY

CAPCOM U.S.A., Inc. ["Capcom"] warrants to the original consumer that this Capcom Game Pak ["PAK"] shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling: Outside California State (800) 843-4632; or inside California State call (408) 727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective Pak, and return your Pak freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
3303 Scott Boulevard
Santa Clara, CA 95054

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted above. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $10.00 payable to CAPCOM U.S.A., Inc. Capcom will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

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